

CELTIC TALES BALOR of the EVIL EYE™

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INTRODUCTION

Welcome to Eire. You are one of several trusted rulers of her people. The scars of wars are obvious on this troubled island. Tribal loyalties were betrayed and oaths were broken in the confusion wrought by Balor's destructive design. Now, tribes are scattered and towns lay in ruins. You are blessed with the Goddess Danu's wishes and granted a tribe and some land from which to start your quest. To overcome the obstacles in your path you must put the strengths of your mind and body to work.

Game Flow and Goals

Synopsis

In Balor of the Evil Eye, you step into the role of Ruler of a small tribe. You are one among eighteen rulers, and your land lays in waste. Your goals are first to **become the High Ruler** of this land, and then lead her people in the **final conquest of Balor**.

You must become High Ruler to play the game through to the war with Balor. This requires that you **assemble all tribes** into your power, through negotiations or battles. Multi-player games will ultimately be resolved through the power of one player, who wins the title High Ruler.

When the High Ruler is named, the Fomor army will surface to challenge the new leader for lordship over Eire. The High Ruler will have to fight back Connán, Balor's second warrior in command, and regain control of the province where the Fomors staked their claim. In this battle, if Connán is defeated, the High Ruler will gain his spear: **the Gae Bolga**.

One month after battling the Fomors, the High Ruler, wielding the Gae Bolga, must initiate a second attack on Balor's stronghold, Tory Island. The High Ruler must win this battle against Balor to destroy his power forever. Losing either battle, against Connán or Balor, will seal the fate of the tribes forever, as slaves to the powers of the dark.

View Your Land

You enter Eire as one of eighteen rulers on the island Eire. You have yet to establish contact with other rulers. For starters, examine your province resources: you have charge of some land, a scant herd of cattle, and a number of valiant champions. You may have more than one province in your keep, depending on the ruler you selected as your guise in Eire.

Next, view your territory in the Tribal Council (click the side bar button), and request your map through the woman seated on the left in the Council. Examine the borders. Note whether you are starting from a coastal province or inland, and look for major landmarks, such as inlets, rivers, and loughs. Then send champions out to explore beyond your borders.

Claim Empty Provinces

On an exploring mission, if you discover that a neighboring province is empty, consider moving champions in to claim it for your tribe. There is some risk in claiming new land: you will not accomplish as much within one province with fewer champions, and you become more vulnerable to attacks. By moving deeper into the island, however, you will encounter more tribes and better your chances of establishing oaths, which are crucial to your goal of becoming High Ruler.



DEVELOP YOUR TRIBE

Your tribe is your livelihood in the world of the Tuatha De Danann. Take notice of the resources you have been given and choose a course of action for your tribe. You might gather new resources and explore your borders from the start. Or, you might test out your magic and put your warriors to train at hurling. Your choices at this stage will not lock you into one strategy. You have time in the first months to experiment and come to know this new land and its people's ways.

Your tribe must grow and you must earn allies to achieve the title of High Ruler of Eire. Not all tribes will offer to join you, nor can they all be usurped by sheer force. If you assemble a base of allies, and show your good intentions in Eire, tribes will be more willing to join your cause.

RECRUIT CHAMPIONS

Free-roaming druids, bards and warriors throughout Eire are in search of leaders of virtue. At times they will travel through your lands, resting at the **champion tent**, a structure which is present in every province. When they are present, the tent flap will be open.

Champions travel alone. Their loyalties were once with past rulers, who succumbed in the past assault on Eire, and they may be eager to join your tribe. Some champions may refuse to join you because their abilities surpass your own; they will not work under a lower level champion. When you successfully recruit a champion, she will rest for one month before she will be available for commands.

BUILD UP THE BURG AND CITADEL

There is a burg and citadel in every province. The burg represents the **cultural value** of the people in the province and the citadel is an expression of their **power**. These values are important for attracting new champions, inviting trade, and for defending your tribes people in the event of attacks. Command champions to **build** these structures as a way of increasing the Culture and Power values of each province. Wood and metal resources are required.

GATHER RESOURCES

Chop wood, **mine** for ore (which becomes metal) and **farm** the land. Raw materials such as wood and metal can be used to create items, build up the burg and citadel, and in tribute or trade with other tribes. Farming will increase your chances of reaping a healthy harvest in the fall, which is in the fourth season, Lughnasad.

GATHER THE STONE RUNES

Spell casting is the art of the druids and bards. Using runes, they can cast spells to aid you in developing the province and in fighting battles. Wooden runes may break during war, and they cannot be replaced on the battlefield. Stone runes can be used an unlimited number of times. These are the runes you must supply to your druids and bards.

ARM WARRIORS WITH ITEMS

Acquire items through trade and use your resources to create others in the burg. When you arm a warrior with an item, which is done in the citadel, he will gain the added power of the item. The items can be exchanged or removed from a champion's possession at your will.



Famed items will also come into your hands when circumstances permit. The Goddess Danu will grant these treasures to you throughout the game. Each of these items will aid you in your quest for the High Ruler's crown and in the wars against Balor of the Evil Eye. The items are explained in Treasured Items, page 39.

DIPLOMATIC VS. MILITANT METHODS

Tribes can be taken by force or through a diplomatic process involving negotiations, tribute, and trade. The diplomatic process is seen as the best path to the High Ruler's crown, however the crown can be gained through force.

DIPLOMATIC TACTICS

Pay tribute to other tribes and send caravans to trade with them. You will make contact with other tribes by **exploring**, and when outside messengers approach your tribe. Give **tribute** to introduce your tribe and increase the Peace between you; tributes are commanded from the citadel. After tribute is exchanged, send a **caravan** to trade with the new tribe. If you repeatedly send tribute, the Peace between your tribes will continue to increase. As Peace increases, your chances of success in other diplomatic missions will increase.

To become High Ruler you need to unify the tribes beneath you. To reach this goal, **recommend** to a ruler that he join your tribe. If the ruler agrees, his tribe will become **secondary** to yours and you will gain limited access to his resources. If you continue to strengthen the bond between your tribes, the secondary ruler will come to you offering an **oath**. As you tie oaths, you will increase your territory and resources, and the **prestige** of your tribe in Eire.

MILITANT TACTICS

There is a less peaceful path you may choose to reach the High Ruler's crown. There will be tribes which challenge your right to the crown, and you may decide to conquer them by force rather than dally in negotiations. Before you can attack another tribe, you must gain access to the tribe border, through **tribute** or by receiving a messenger with tribute for you. Then you can begin **cattle raids** or go to **war**. The battlefield is the ultimate training field for your tribe. You will learn strategies which will be of great use in the final battles against the Fomors.

THE FOMOR ASSAULT ON EIRE

Once you are named High Ruler, the Fomors will enter the scene. Your warriors should be well-trained, armed, and rested for war. Your spell casters should also be well-trained and have stone runes in their possession. You will engage in battle with the Fomors directly after they appear.

Target the leader of the assault on Eire, Connan. If you defeat Connan, his legendary spear the Gae Bolga will fall into your hands. Place his spear in the hands of a high level warrior and he or she receive a boost in Strength to become your most effective assailant in attacks on the Fomors and Balor of the Evil Eye.

In defeating Connan you will incite Balor to war. As High Ruler, although you have gathered all tribes to your command, your power will be no match for the forces of the otherworld. Balor will come. He will test your skills in this battle.

The last stage of your conquest will take you to Tory Island, a desolate, rocky outpost. Here you will challenge the king troglodyte in a final battle, your last chance to conquer the dark powers of the otherworld. Eliminating Balor is the only way for you to save the tribes of Eire.



By this point in the game you will have survived unexpected attacks by the Fomors and relentless thieving of your resources. Your warriors will be well-trained and have the experience of years of preparation behind them. Your druids and bards will be armed with imperishable runes carved from stone. With these devices in your control, make Balor atone for the sufferings of the tribes people.

Timed Ending

You are given over seventy years in Eire to try to bring down the greatest foe of the Tuatha de Danann. If you can accomplish this feat, praises will be sung in your name for years to come. If Balor remains a threat to the tribes people, your game will come to an end at a random time.

PROCESSION OF GOALS

You are sent to Eire to defeat Balor of the Evil Eye, and you must meet this task within seventy years. During this time you must become High Ruler of Eire, gather the stone spell casting runes, and conquer Balor on Tory Island. The flow of your game should proceed as shown in the chart below:



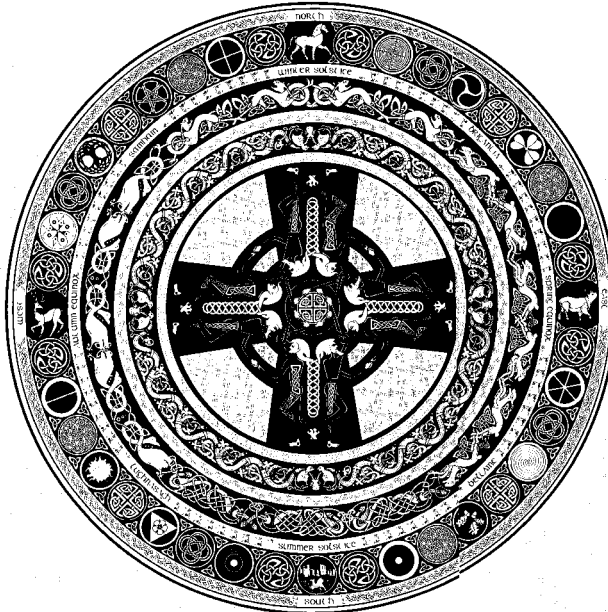
THE ROTATION OF TURNS

GAME TIME

The calendar is divided into four seasons, described below, making up thirteen months of the year. Samhain, which marks winter, is the longest season of the year with four months. All other seasons are three months in length. The months follow a lunar calendar, each with twenty-eight days. You will notice the days tick by during battles, but not during play from your province map.

Each month, the order of turns is determined by randomly rolling through all tribes of Eire. Every tribe ruler will have the chance to make orders for each province in his or her control.

SEASONS



The Celtic calendar year has four quarters in its cycle marked by festivities and Pagan ritual, all in celebration of the disruptive forces at hand at the cusp of seasons.

SAMHAIN

Samhain heralds the passage into the new year. On the eve of Samhain the laws which separate the otherworld from the natural world temporarily dissolve, and the passages between the two worlds are revealed. In twentieth century circles it is referred to as All Hallow Eve, or Halloween. This night, divine beings and sinister spirits may move freely between the two realms. The tribes are most vulnerable to Fomor whims in this time outside of real time.

On the eve of Samhain, the Fomors will raid all tribes of grain, metal, wood, and cattle. Samhain will last four months.

IMBOLC

Imbolc celebrates the coming of spring. Fertility and growth are the themes of this festival. On the first day of the season a great feast is thrown to welcome new additions to the herd and the families of the tribe. Livestock and the fruits of the earth are praised gifts of the season. On the first day of Imbolc, new calves will be born to your herd. Imbolc will last three months.

CELTIC TALES

BELTENE

The **Beltene** fires are lit on the eve of the third season of the Celtic calendar. Bonfires illuminate the land with a magical quality. They welcome the sun's warmth and light to nurture the growth of the livestock and crops. These are the months of the 'goodly fire.'

With the arrival of summer, there will be new growth in the forests throughout Eire. Beltene will last three months.

LUGHNASAD

Lughnasad is associated with Lugh, known in Celtic myth as the Sun God. This season is a time to harvest the summer crops, gifts from the earth and sky. It is also the time to begin preparations for the long winter months ahead.

The harvest will occur in the first month of Lughnasad, increasing grain in all provinces with healthy fields. Lughnasad will last three months.

EVENTS

FESTIVALS

Your tribes people may appeal to you to host a seasonal festival. You must provide a banquet to cater the masses, which will decrease your resources of grain. The results can be very positive, however, and the celebration will boost all champions' Ability attribute.

Celtic festivals attest to the magical and fleeting quality of the elements of the natural world. The Pagan ceremonies set the stage for frivolity and gaiety, and meandering of the soul. Yet at each break in the year, the celebration can be accompanied by disaster. The conditions for festival events are described below:

In Samhain if...a player defeats a Fomor in hand-to-hand combat.

In Imbolc if...a greater than usual number of cattle are born.

In Beltene if...by chance, the people decide to welcome summer.

In Lughnasad if...the harvest is better than usual.

DISASTERS

FOMOR RAID

Balor will send his Fomors to the world of the tribes to stir up trouble and weaken his foes. These intermittent raids are similar to the raid which occurs each year at Samhain I. You may be forced to sacrifice grain, wood, metal and cattle.

FIRE

Fires are most damaging to farmland. With a druid in the province, you will be able to extinguish a fire with a spell. Otherwise, the fire will run its course and burn out within the month.

TREE UPROOTED

Fomor mischief is to blame in the event that part of your forest is uprooted.

WATER SPOUT

A water spout is the result of an unsuccessful attempt by the Fomors to break into your provinces. A water spout can damage farmland if it spurts up in the middle of crops. There is nothing you can do to stop one.

CATTLE SICKNESS

Your cattle are your gold, but they are prone to illness. When the cattle fall sick, there is a chance that you may lose some before the epidemic passes. The cattle will improve within one month.

Danu's Blessing

The Goddess Danu will interject with her opinion on the workings of Rulers of Eire. If she is pleased with a ruler, she will grant the blessing of a Famed Item (see Treasured Items, page 39).

CATTLE BORN

Cattle are born into your herd the first month of the season Imbolc.

POPULATION GROWTH

The population of all tribes grows each month. The changes will be noted in province data, **Folk**, and in champion data, **Soldiers** and **Family**. If your province Power is high, there will be an increase in Soldiers. If province Culture is high, there will be an increase in Family.

CHAMPIONS RECOVER STRENGTH

Champions naturally recover some strength each month, but not as much as if they were actually commanded to Rest for the month. Rest your champions to significantly increase their strength.

TRAINING WITH SKATHA

When an exploring champion encounters the warrior goddess Skatha, he may be asked to join her in training. Training with Skatha is an honor, as she trained the great hero Cuchulainn in the skill of Arms and Dierdre in the legendary feat of the Warrior Salmon Leap. After training with Skatha, the champion will gain **Experience** and be rewarded the **Sword of Nuada**.

REINFORCEMENTS ARRIVE

In the final days before the war against Balor, high level champions will sense a call of duty, and will offer their talents to the High Ruler. The army that greets Balor will be fortified by the presence of famous champions.

TURN PHASE

The turn phase begins with the start of a new month. Each tribe is selected in random rotation to give orders for the month. The ruler of the selected tribe then places orders in every province held by the tribe as they appear in random order. When the ruler completes orders in all provinces, the turn passes to the next randomly selected tribe. Once all tribes have given orders for the month, the **interactive phase** will begin.

In the turn phase, put your champions to work on domestic chores, diplomatic missions, exercises, and intertribal exploits. You have direct control over your champions, and may order as many of them as you decide. Not all of your champions need to be working one-hundred percent of the time. Although, putting in hard work at the start of your quest will pay off in the end.

Each champion will be active and ready for orders. You may select a champion, move her to a new location, and put her to work on the land with a province tool. Or, you might go directly to the burg or citadel, by clicking on one, and call up a champion to carry out a task therein. The command interfaces are explained in detail in Intro to the Interface, page 13.



Your champions are animated on the main screen carrying out their duties, resting, or pacing while they wait for orders. Champions who have been sent on missions outside of the province will not appear on screen. You can receive a full report on all champions and their orders in the Tribal Council. Province based commands are explained in *Managing the Province*, page 16.

NOTE: Drag the mouse cursor over champions on the province map for a quick view of their names and strengths. Information will appear on the bottom right-hand stone palette.

ENDING THE TURN PHASE

To end your turn in the **turn phase**, select the command **END**, found in the side bar. You must click on this command to end your turn, it does not happen automatically after ordering all your champions. You do not have to give orders to all your champions before ending your turn.

INTERACTIVE PHASE

The **interactive phase** begins at the end of a month, once all tribes have placed monthly orders in the **turn phase**. In this phase, battles and cattle raids ordered during the turn phase are carried out in the sequence in which they were ordered. After all battles and raids are resolved, the interactive phase will end and a new month of turns will commence.

BATTLES

When a battle begins, the province which was attacked will be displayed, and attackers and defenders will take position on the map. After a clash of arms, the victor will take over the province and the defeated forces will be driven to retreat. The results of player battles will be displayed in the interactive phase, and again during province turns. Non-player battles will not be announced. For more detail, see *Battles* on page 27.

CATTLE RAIDS

In a cattle raid, the attacking champions sneak into the victim's province and approach the innocent herd. Disturbing the cattle from their noshing, they will rustle up as many from the herd as possible, and rush for the border. The results will be displayed at the time of the raid, and again during province turns.

INTRO TO THE INTERFACE

MOUSE GAME PLAY

Balor of the Evil Eye is designed for play with a mouse. Keyboard functions are limited to use with Hot Keys. When the game begins the speed of the mouse cursor will be set to an average rate. You can change the speed in the Options menu, which is found at the left-hand side of the main screen. This Option is explained below, in the section Main Screen Side Menus.

All mouse selections are done with a left click of the mouse. All references to mouse clicking indicate a left click, unless noted otherwise. A right click will negate any action which is not terminal. For instance, a right click will back out of command windows and un-highlight selected champions.

HOT KEYS

Hot keys are at your disposal for shortcuts to the File menu. The most useful hot key combination is Alt + S, which allows you to save your game. During game play, it will be helpful for you to save frequently. The full list of hot keys includes the following:

Alt + L: Loads a game you have previously saved.

Alt + S: Saves your game in a file you designate.

Alt + R: Restarts the game from set up, where you can chose a new ruler.

Alt + Q: Quits straight out of the game, after a quick confirmation, without saving.

BASICS OF THE INTERFACE

BUTTONS

Button selections are activated with a single click of the mouse.

PROVINCE TOOLS

A palette of icons appears at the main screen, containing the tools you need for working the land. Give the hoe to a champion to farm the land, and the staff to a druid or bard to cast a spell. Each of the tools will assist you in developing your province and tribe.

To use the tools, first select a champion on the province map with a single click of the mouse. The champion will highlight. Then click on a tool for the champion to use. If the selected tool cannot be used at the present location, the champion will let you know. To move to a new location, click anywhere on the province map, using the highlighted diamond to recognize the area beneath the cursor. The province tools are explained in detail in Managing the Province, page 16.

SELECTING A CHAMPION

Your champions are present on the province map from the start of the game, walking about until you summon them to duty. Your ruler character is also displayed among the champions. To select a champion, move the mouse cursor over your target and click. The champion will be highlighted and ready to receive your orders. To un-select a highlighted champion, click on him a second time or click right. See Champions, page 33, for detail on character types.

ENTERING PLACES TO MAKE COMMANDS

Every province has a **burg**, **citadel**, and **champion tent**. The burg represents your people's culture. The citadel is a symbol of your power. Free champions will gather in the champion tent as they pass through your land. If the tent flap is open, there are champions inside.

To enter a place, move the mouse cursor over your target and click. Inside the burg and citadel, move the mouse cursor within the scene and command names will display. In the Tent, engage champions in conversation by clicking on face graphics. The commands held within each place are explained in detail in Managing the Province, page 16.

INPUTTING NUMBERS

INPUT DIAL

To enter numbers on the input dial, click on the dial registers or use the vertically sliding bar to the right. If you're not concerned with exact numbers, click and hold the slide bar, drag it upward, then release.



Dial Registers

MAIN SCREEN SIDE MENUS

The File and Options menus both appear on the left hand side of the main screen display. The Options menu is also available from the battle screen.

FILE

Commands found in this menu can be called up with hot keys. These key combinations are explained in the above section, Hot Keys.

Quit Game
Restart Game
Load Game
Save Game

Option

MUSIC

Turn the game music on or off, independent of the sound effects.

SOUND EFFECTS

Switch for turning the sound effects on or off.

MESSAGE SPEED

Use the slide bar to set a speed for displaying the messages faster than you can blink, or slow enough to keep them on screen until you click the mouse.

MOUSE SPEED

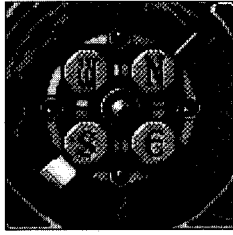
With the slide bar, set the mouse speed to accommodate your performance.

QUIT PLAYER

Quit one person out and let the game continue when one person leaves a multi-player game.

NOTE: File and Option are displayed on the left side of the screen. There are other side menus included on the right hand side of the screen, which are: Council, Champion, Item, Map, and End. These menus are explained in the following section, Managing the Province.

ROTATIONAL DEVICE



Flip your view of the province map on the main screen and in battles by clicking on the N, S, E, and W buttons. You may flip the province view at any time during game play.

MANAGING THE PROVINCE



- ① Ruler
- ② Tribe Name
- ③ Province Name
- ④ Province Data
- ⑤ Date
- ⑥ Province Map
- ⑦ Rotational Device
- ⑧ Cursor Location

SIDE BAR VIEW BUTTONS



Council

1. WORK REPORT

The warrior at the far left will give you a report of the activities of all the province champions. Champions en route to other destinations will be listed with the time of their expected return.

2. PROVINCE MAPS

The druid priestess on the left will display a map to give you access to information on your provinces and on provinces in tribes you have explored. The current province will be highlighted with a blinking cursor and your other provinces will be obvious, in green. Other provinces you can view will be displayed in a darker tone and white province number. Provinces with muted colors cannot be viewed.

NOTE: To gain information on provinces outside of your control, you must have a level of Peace over 20 with another tribe. To establish friendly ties with other tribes, first send tribute to increase Peace, and then open a line of trade (Caravan) to reinforce your relationship. Continue to give tribute and trade or Peace will decrease. The process of establishing Peace with tribes is explained in Diplomatic Tactics, on page 7.

3. PEACE

The warrior at the head of the table will display a list of all tribes you have established ties with through tribute and trade, and the level of Peace you share with each. The higher Peace is, the more likely you are to succeed in diplomatic missions (Tribute, Trade, and Recommend commands). If you click on a tribe name in the list, information on the tribe data and Prestige will appear. Prestige is a rough estimate of tribe strength. View Prestige for a general idea of how strong your tribe is in relation to others.

When the game begins you have no knowledge of other tribes. Discover other tribes by exploring and by receiving visiting messengers. These actions are friendly and will not hurt the Peace between tribes. Cattle raids, wars, and turning away messengers are hostile actions which will damage Peace.

4. **help** The bard at the far right of the council table leads you to the Help command. Explanation of main screen and battle commands are found herein.

Champion

View information on the champions in the current province. Click on the View button to study champion attributes. If the champion is a druid or bard, a button depicting a bag of runes will be to the right of the attributes. Click on the rune bag to view the runes, the Item button to view an item, and the Skills button to view the champion's extra talents.



Treasure



Bag of Runes



Skills

NOTE: There is no limit to the number of champions you may have in one province. However, only **ten champions** may be displayed on the province map. The others will reside in the citadel. Champions can be moved in and out of the citadel through the command Rest.

Item

Click on the Item button to view the province treasury. Items created by champions in the province and received in tribute or through trade will be on view. Items can be given to champions from within the citadel.

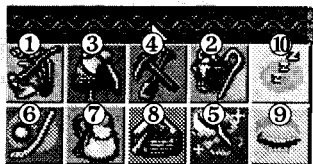
Map

Click on Map to open your view of the map of Eire.

End

When you click on End, your province turn will close, and the turn will move to the next province in rotation.

PROVINCE TOOLS



The Province Tools are displayed in a movable palette over the province map. The eight tools to the left, and the rest button (Zzz), are land-based tools and must be given to champions. The view button, Eye, can be activated with a single click, or with a right click of the mouse.

To move the Province Tools, click and hold the top bar of the palette, move your cursor to a new location, and release. The tools can be placed anywhere on the main game screen. Take care not to hide your champions, menus, or province information when you move the palette to a new location.

The tools are explained below, with a list of the **champion skills** which affect progress and which can be acquired when executing commands. For more information, refer to Skills on page 38.

1. FARM

Select any champion to carry out this command.

Give the hoe to a champion to till the land. The higher the champion's level, the faster and better the results of their efforts. When farming, your champions will work in a straight line, in the direction you chose at the time you give the command.

The results of champion efforts will be visible. Grassland will turn into farmland and the crops will begin to grow. The champion will continue to work until the farmland reaches its maximum value or until the champion's strength is exhausted. If more grassland is adjacent to the tilled area, and if the champion has the strength, he will continue to work in the direction you chose.

Skills that...

Heighten Effects: Elements, Land

May Be Acquired: Land

2. HERD CATTLE

Select any champion to carry out this command.

Give the herding staff to a champion and order her to watch over the cattle, represented by an animated cow. Cattle are your most valuable possession and figure in the Prestige of your tribe. If you watch over them, they will proliferate and will be well-protected in the event of a cattle raid.

Skills that...

Heighten Effects: Elements, Animal

May Be Acquired: Animal

3. CHOP WOOD

Select any champion to carry out this command.

Hand an axe to a champion and put him to work at chopping wood in the forest. Wood is a resource you can use to build up the citadel and burg, to create items, to send with a caravan, and for tribute.

Some provinces are blessed with seemingly limitless supplies of wood. Others have only very sparse growth of young trees. Chopping will deplete your forests. Show respect for the gifts of the earth and take what you need from the denser parts of the forest. Take care not to clear cut your precious forests. They represent the resources and revitalizing powers of your province.

Skills that...

Heighten Effects: Heroism, Might

May Be Acquired: Might

4. MINE *Select any champion to carry out this command.*

Hand a pick and shovel to a champion and put her to work at mining rocky areas for ore. The ore she mines will be added to your metal resources. Metal is used to create items, to build up the citadel and burg, as barter, and in tribute.

Coastal provinces generally have more rocky areas than inland provinces. Areas covered in heavy boulders will yield the best results when mined. Lighter areas will not yield much ore and can be easily stripped away to the soil.

Skills that...

Heighten Effects: Heroism, Might

May Be Acquired: Might

5. MAGIC

Select any druid or bard to carry out this command.

Select a spell caster to lay out the runes and cast them with a power element. **Druids** summon the power elements **Water and Earth** and **Bards** conjure up **Air and Fire**. Warriors have no power over the runes. Some spells require that you select a target in range, which is determined by the Energy rune. You can learn spells through experimenting, or from spell casters, in the champion tent. For a description of the runes, see Rune Magic, page 41.

Spell casting is an exhaustive art which requires a great deal of Mana to be effective. Though Strength is not expended, a champion will not be able to carry out other commands after casting a spell, even if the spell fails. Low level champions with low Mana will not be very effective at casting spells. High Level champions will yield great results with each spell cast.

Skills that...

Heighten Effects: Nature

May Be Acquired: Spells

The spells listed below are all possible on the main province map.

DRUID SPELLS

- **HEAL** Boost a champion's Strength with this spell. A champion who is healed before receiving commands will be able to carry out orders with renewed strength.

- **EXTINGUISH**

Use in the event of a fire, to put out the flames and avert further damage to valuable crops or forest.

- **TRANSFER MANA**

Not possible in War.

A druid may transfer her Mana to another champion with this spell and boost the target champion's Mana to the maximum. This is useful when you wish to prepare a high level spell caster, druid or bard, to cast a powerful spell in the province. For example, you might prepare a high level druid to extinguish a fire, or a bard to boost the number of cattle in your herd.

- **PLANT** *Not possible in War.*

The druid will conjure up the spirits of the forest and trees will begin to grow.

BARO SPELLS

- **INCREASE HERD**

Not possible in War.

Cast a spell on the herd and your cattle will stop grazing for a brief rendezvous with the bulls. The size of your herd will increase within the same month as the spell is cast. High level bards will have great success with this spell.

- **FARM** *Not possible in War.*

Enchant the powers of a grassy plain to yield fertile fields of grain. The bard may cast the spell over an adjacent area of grass. This is a quick way to settle your fields.

- **ENCOURAGE**

Not possible in War.

Boost morale and determination in a champion by playing an encouraging tune. The champion's level of Ability will increase.

- **INCREASE POPULATION**

Not possible in War.

Conjure up deep sentiment among your people and encourage a celebration of life. The size of your population will increase in the same month this spell is cast. High level bards will have great success with this spell.

6. PLAY HURLING

Select any champion to carry out this command.

Direct a champion to the open, green fields and set him up for a game of hurling. He will lead his family in a fast-paced game which will result in increased Experience and Ability.

Skills that...

Heighten Effects: None

May Be Acquired: Might

Hurling: The old Celtic sport of Hurling is a fast-paced game similar to field hockey. Hurling is played at a dangerous pace with very little protection for the players from the hurling mallets, known as hurleys, and rock hard ball. The ball is played by scooping it, batting it in the air, and juggling it with the hurley down the field to pass it across a goal line. The champion Cuchulainn was trained on the hurling field from an early age. At the age of six, he played single-handedly against a full team of warriors. This time-honored sport is still played by modern day Celts.

7. EXPLORE

Select any champion to carry out this command.

Suit up a champion for travel, and send her exploring into adjacent territories. Your champion should return home within two months after setting off, with news of what lies beyond your borders. By exploring the surrounding lands you will expand your knowledge of the map of Eire.

Skills that...

Heighten Effects: None

May Be Acquired: None

8. BUILD

Select any champion to carry out this command.

Position a champion adjacent to the burg or citadel and appoint him to the task of building. Resources of wood and metal will be expended during construction. Building up the burg will increase the value of province **Culture**; building up the **citadel** will increase the value of **Power**. As a structure moves up in value, it will change in appearance.

Skills that...

Heighten Effects: Form, Masonry

May Be Acquired: Masonry

9. VIEW

Click on the closed eye, or right click, to view elements of the province map. You can click on champions, buildings, and terrain. A brief summary screen will be displayed each time you select a new item to view. By clicking on champions you can quickly review their statistics, items, and runes.

10. REST

Select any champion to carry out this command.

Select a champion who is in need of rest and give her a reprieve from chores for the month. The champion's strengths are normally boosted in between turns, and actively resting her will double the effect. If you have more than ten champions in the province, the Rest command provides a way to bring new champions out to the field from the citadel, where they await orders.

Skills that...

Heighten Effects: Nature, Vitality

May be Acquired: None

THE CITADEL



1. DELEGATE

Reduce the number of provinces you directly order by delegating control to the highest ranking champion in a province. A delegated province will focus on **developing resources**. You may give specific orders to the lead champion to engage in **diplomatic** missions or **battles** with neighboring tribes, or recall control. This command is especially useful when your tribe encompasses a number of provinces, including lands held by secondary tribes. The High Ruler may want to use this command to allow hinterland tribes to rule independent of his or her input.

Skills that...

Heighten Effects: Parley, Politics

May Be Acquired: None

2. CATTLE RAID

Raid a neighboring land to rustle up cattle and drive them back to your province. You may only raid neighboring provinces held by other tribes. The raids are harmless to the people, although thieving a herd will decrease the Peace between two tribes. Up to three champions can be sent on a cattle raid. Less experienced champions will benefit from the experience they gain in the raid.

Cattle raids are carried out in the **interactive phase** of the game. When a raid begins, you will see the rustlers sneak into a province. As soon as a defending champion spots the invaders, he will move to intercept. If the raiders successfully get to the herd, on their own or through your direction, they may be able to drive cattle across the border.

NOTE: To direct your champions' movements in a raid click on a highlighted champion at her turn, and her range of movement will highlight. Click on a destination, and the champion will move.

Skills that...

Heighten Effects: Heroism, Stealth

May Be Acquired: Stealth

3. RECOMMEND

A recommendation is a passive, yet benevolent, way to expand your tribe. As Ruler, you may send a messenger with a proposal for another tribe ruler, recommending that she join your tribe. If the ruler accepts your proposal, her tribe will become a **secondary tribe** to yours. Since the tie is not permanent, the conceding ruler may decide to break the relationship at any time.

Skills that...

Heighten Effects: Parley, Politics

May Be Acquired: Politics

4. TRIBUTE

Send tribute to establish friendly ties with another tribe. Send a champion with the skill of Parley or Politics to ensure your gift is presented in a respectful manner. If your gift is accepted, the Peace between your tribes will increase. You may give an item from your treasury or send a gift of grain, wood, metal or cattle. The champion you assign to this task will ask you what gift you wish to send. To select an offering, click on a representative icon from the five on display.

Skills that...

Heighten Effects: Parley, Politics

May Be Acquired: Politics

NOTE: You may only carry out one command on another province in a month. For example, if you have sent tribute to Cashel, you must wait for the messenger to return before you can send a caravan.

5. WAR

Arrange a war party and wage an attack on a neighboring tribe. The ruler does not have to lead the attack. The destination province must belong to or be secondary to another tribe. When your champions arrive in the destination province, they will engage in all-out war. You must position them on the battlefield and command their actions throughout the war.

Select the champions you send to war carefully, considering their abilities and attributes.

Champions will gain experience in battle and may gain the skill of Might on the field. Send a high level champion to lead the war effort, and give him an army of well-armed champions.

Warring is a belligerent way to enforce your authority in Eire, yet the experience gained on the battlefield will prove valuable when you face Balor of the Evil Eye. For more information on wartime operations and victory conditions, see Battles on page 27.

Skills that...

Heighten Effects: Heroism, Stealth, Might

May Be Acquired: Might

6. DISMISS

Call a champion into the citadel for a one-on-one conversation. If you wish, you may dismiss the champion from your employ at this meeting. Once released, the champion will be free to roam about the land, and can be hired by other rulers.

7. TREASURY

Invite a champion forward and reward her with a valuable item from the treasury. Items and weapons you commissioned in the burg are at your disposal. If the champion is already armed, you may exchange her treasure for one of a different value, or reclaim the item. If you have stone runes, give them to your spell casters with this command. The treasures are described in detail in the section Treasured Items, on page 39.

8. EXIT

Leave the citadel through the back doors and you will return to the main province screen.

THE BURG



1. CREATE

Select a champion to craft an item to add to the province treasury. The items and weapons a champion can create will change depending on his skills and character level. You must supply the champion with provinces resources such as wood and metal. Treasures of great value tend to require more resources than those of lesser value. See Treasured Items for more details, on page 39.

Skills that...

Heighten Effects: Form, Crafts

May Be Acquired: Crafts

2. CARAVAN

Initiate trade with another tribe by sending a caravan with goods for barter. You must have first exchanged tribute with the destination tribe before attempting to send a Caravan. Depending on the distance to the destination, a trade mission may take from one to three months.

You may send one good for barter. Cattle, grain, wood and metal, are all viable goods, as are items from the treasury. Don't send large amounts of goods! The receiving province may not have enough to exchange for your wares. If the champion you place in charge of the mission has the skill of Parley or Barter, your mission may prove profitable.

Skills that...

Heighten Effects: Parley, Barter

May Be Acquired: Barter

SYSTEM OF VALUE: A basic system of value is set for the goods which you can send with caravans. Keep this in mind to check whether your partners in trade are playing fair. There is some room to bargain for better deals, but this is a delicate process. If you push too far, you may completely lose out on a deal.

BASIC RATES

1 Cow	=	50 Grain
1 unit of Metal	=	10 units of Grain
1 unit of Wood	=	5 units of Grain

3. POLL

Hear the latest word from the streets of town, relayed to you by your adviser. The poll will provide you with valuable strategy for building a stronger province and tribe.

4. **MOVE** Move a champion into another province held by your tribe, and send her with goods for use in the destination province. Resources of cattle, grain, wood and metal may be sent, as well as one item. If you settle a champion in an empty province, she will lay claim to it for your tribe. You may also send her into a province already held by the tribe.

Skills that...

Heighten Effects: None

May Be Acquired: None

5. **EXIT** Leave the burg through the main gate and you will return to the main province screen.

The Champion Tent



Champions who roam freely in Eire will occasionally stop in the champion tent. You may enter when there are people present, indicated by the open tent flap. To meet with a champion, click on his portrait. You will have the choice of recruiting the champion, and be offered an option to a contest if she is a warrior, learn a spell if he is a druid, or hear tales if he is a bard. When you have nothing further to ask, simply click on End to return to the other champions. The Tent is the only place where you can recruit champions.

1. RECRUIT

Choose this option to attempt to recruit a champion to your tribe. If the champion accepts your offer, she will be ready for work in the following month. A lower level champion will join you without a problem, while a high level champion may decline your proposals until you are equally experienced.

2. **TALK** Ask what news a champion has gathered in his travels. You may ask him about **himself**, for news of other **champions** in Eire, or seek information about **other lands** and **other tribes**.

3. CHARACTER SPECIFIC COMMAND

Available with Level 9 champions and above, only.

LEARN: If the champion you approach is a **druid**, she may be able to teach you a new rune spell for a modest price. You may only learn one spell from the druid in this meeting.

TALES: If the champion you approach is a **bard**, you might ask him to recite a poem or tell a favorite Celtic tale. You will have to pay a small price to hear a tale.

CONTEST: By approaching a warrior, you have the opportunity to earn real hand-to-hand battle experience in a contest of strengths. Select a province champion to go to the field with the visiting warrior. This specialized training will cost, but will boost experience more quickly than a game of hurling.

4. **PART** If you have no more requests, click on Part to return to the other champions.

PROVINCE DATA

- CATTLE** Data on the number of cattle in the current province. Cattle can be used for tribute, trade, and to pay roaming champions for services. You can increase the herd through magical spells. If the cattle fall ill, there will be losses in the herd.
- GRAIN** The amount of grain in the province stores. Grain can be used in tribute, trade, and to supply forces going to war. The Fomors will also demand a percentage of your grain when they raid your province.
- FARM** Farm data indicates how well your farmland is tilled. The value will continue to increase if the crops are farmed through champion work or magical spells. Disasters such as fires and water spouts will decrease the value of farmland.
- WOOD** Build up the stores of wood by ordering champions to chop in the forests. Wood can be used in tribute, trade, to build the burg and citadel, and to create items.
- METAL** Build up your resources of metal by ordering champions to mine rocky terrain. Metal can be used in tribute, trade, to build the burg and citadel, and to create items.
- Folk** The population of the current province. Each champion leads a group of Family and a group of Soldiers. These groups will grow depending on the size of the overall population in the province, and depending on the values of the province Culture and Power. A champion requires family to be effective in carrying out province based commands, and soldiers to be effective in war.
- CULTURE** Culture is a measure of the level of the burg. As culture increases, champions will gain more Family.
- POWER** Power is a measure of the level of the citadel. As power increases, champions will gain more Soldiers.
- Champion** This data indicates how many champions are present in a province. An unlimited number of champions may be present, although only ten may be displayed on the province map at one time. The remaining champions will reside in the citadel until you call them to the province map by resting others.

BATTLES

Battles take place at the end of a month of turns, in the **interactive phase**. During this phase, battles are carried out in the order in which they were commanded. When a battle begins, the province which was attacked will be displayed, and attackers and defenders will take position on the map. When a delegated province is attacked, you will be given the choice to control your forces or to leave control in the hands of the province leader. The results of battles involving delegated provinces will be announced. Battles between non-player characters will not be played out on screen.

Display



- ① Attacking Data
- ② Defending Data
- ③ Battle Commands
- ④ Opposing Rulers
- ⑤ Province Map
- ⑥ Date
- ⑦ Field Conditions

Battles are played out on the province map, which makes the battlefield appear similar to the main screen. Note that the data at top and the side bar commands differ, though, as does command selection. You can rotate the battlefield as during main screen play with the rotational device. Army data, battle commands, and ranges of attack are explained below.

ATTACKING DATA



ATTACKER'S SYMBOL

By nature of its ferocious temperament, the boar is the attacker symbol of war. The boar is a common war emblem, found on shields, cauldrons, and at the crest of helmets. In the myths, the champion Diarmuid meets his death at the tusks of an enchanted boar.



CHAMPION COUNT

The attacker is allowed up to **seven champions** in war, including a Battle Chief. If the ruler of the tribe is sent in the effort, he or she is placed in charge of the army; otherwise, a Battle Chief must be selected. If a champion loses all Soldiers and his Strength is reduced to zero, rendering him powerless, he will die. Each champion may lead up to **100 soldiers**.



GRAIN

The attacker must allot grain for the war effort. Grain is consumed four times each day at war, at a rate of 25% the number of soldiers.



SOLDIERS

Soldiers are an added strength to champions on the battlefield. They augment a champion's offensive and defensive strengths. The more soldiers a champion commands, the greater his power will be. When a champion is ordered to attack, as in a Melee, the number of soldiers affects the force of the assault. When soldiers are eliminated, champions are more vulnerable and must rely solely on personal attributes. Soldiers can be brought back from the dead by a druid who has learned the spell Raise Army.

Champions on the field

Attacking champions are displayed on the battlefield in RED. Note this change in warrior capes and spell casters' garb.

DEFENDING DATA



DEFENDER'S SYMBOL

The stag is a symbol of potency and aggression, and stands for the defending side. The antlers of the stag emphasize its power. Celtic tales portray the stag as an animal which lures humans into the otherworld.



Champion Count

The defender may bring **seven champions** to battle, including the Battle Chief, although there may be more present in the province. If the ruler of the tribe is present, he or she will be made the Battle Chief. See Attacking Data, above, for more details.



GRAIN

The defender has the advantage of access to the province's full supply of grain. Supplies are consumed four times each day, at a rate of 25% the number of soldiers.



SOLDIERS

See the explanation under Attacking Data for a description of soldiers.

Champions on the field

Defending warriors are displayed with BLUE capes, while druids and bard retain their GREEN garb for war.

FIELD CONDITIONS

Windy conditions are a blessing for a champion who is caught in a magical Smoke or Poison Cloud. The wind will blow clouds away. There are four types of weather you may experience in battle. Some types of weather will affect range of movement and spells. Weather conditions are displayed in the bottom right-hand view window in the battle screen.

FINE: Clear and sunny skies. Optimum range of movement and spells.

RAIN: Overcast and raining. Range of movement reduced by 50%.

FOG: Low clouds obscure visibility.

SNOW: Blizzard-like conditions. Zero range of movement.

COMMAND ROTATION

Turns at war rotate between all champions on the battlefield, four times each day: morning, afternoon, evening and night. Turns continue in rotation for seven days until a victor is decided.

Rotation begins with the champion who has the highest **Dexterity and Ability**. Soldiers and Strength are other minor elements which can affect a champion's place in the rotation. The greater the champion's attributes are, the more times she will be able to execute commands in a turn.

FIELD COMMANDS



move

When you select Move, an area surrounding the champion will highlight, indicating a range of movement. To move, you can 1) click in the highlighted area and move the champion to a specific position, or 2) click outside the highlighted area and move the champion in a general direction.

Range may be limited by obstacles foreseen to lay in the champion's path of movement, such as buildings, or by the weather. Movement on sloping terrain will be hindered. By moving to an area adjacent to an opposing champion you will have the option for an immediate Melee. When the weather is foggy, the attack will be automatic.

Skills that...

Heighten Effects: None

May be Acquired: None

RANGE OF MOVEMENT	
Grassland & Farmland	Lowest Resistance
Rockland	Lowest Resistance
Marsh	Not Possible
Forest	Not Possible
Areas on Fire	Highest Resistance
Marsh & Sea	No Movement



TALK

Talk with an adjacent champion. If you choose to talk to the opposition, your options will include:

NEGOTIATE: *For use by the Battle Chief or Ruler only, with the opposing leader.* Request a tribute from the opposing leader. If you are successful, you may retreat with the goods, or continue with the battle.

TAUNT: Taunt an opposing champion to attack your unit; you will have the advantage in such an attack.

CHANGE ITEM: *Only possible with champion of same tribe.* Swap items with between two adjacent champions. The change is automatic upon confirmation.

ENCOURAGE: Give a champion words of encouragement. Ability and Strength will increase.

Skills that...

Heighten Effects: Parley, Politics

May be Acquired: None



RETREAT

Retreat a champion from the battlefield. Select a province to which to retreat from the map of Eire. If you retreat the Ruler or Battle Chief, all champions will withdraw from the field. There is a chance that champions will be caught in the retreat and their fates will be left in the hands of the opposition.

Skills that...

Heighten Effects: Heroism, Stealth

May be Acquired: None



DEFEND

Command a champion to maintain position in a defensive stance. A defending champion will have a better chance of fending off sudden attacks than if he were to simply rest. He will experience a slight increase in Strength and Mana.

Skills that...

Heighten Effects: Heroism, Might, Vitality

May be Acquired: None



MELEE

Attack an adjacent enemy en masse. The strength of the attack is determined by the number of **Soldiers** and the champions' **Arms**, **Dexterity**, and **Ability** values. In general, warriors will best bards and druids in melees, and a champion under the effects of a spell will not fight with full force. The fewer soldiers a champion has, the more Strength will decrease during the melee. Adjacent friendly champions will be able to assist in melee attacks, in simultaneous assault.

Abbreviated data will be displayed on the status of the fighting champions. The attacker's name is in RED, the defender in BLUE. Data on current Soldier and Strength data and hits taken will be shown in brackets.

Skills that...

Heighten Effects: Heroism, Might

May be Acquired: None



HAND-TO-HAND COMBAT

This tactic is reserved for warriors. In hand-to-hand challenges, two warriors duel in a battle of pure Strength and Skill. Soldiers' numbers play no part in deciding the victor, so this is a wise tactic for champions who have no soldiers. By defeating an opposing ruler in hand-to-hand combat, you capture the ruler and win possession of the province. All other provinces held by the defeated ruler will remain with the defeated tribe.

Skills that...

Heighten Effects: Heroism, Might, Stealth

May be Acquired: None



MAGIC

Spell casters have a wide selection of magical spells which can be used in war. The power of battle spells is so strong, however, that it is common for wooden runes to break. Broken runes cannot be replaced during battle, but after the war is concluded, they will be re-carved. Battle spells can be learned from wandering spell casters who visit champion tents. When a champion is hit by Glamour, Speed, or Protection magic, an abbreviation of two letters will be used to indicate what spell was cast. For more on spells, see Rune Magic, on page 41.

• SPELL CASTING RANGE

Range is determined by the **Energy Rune** used to cast a spell. The 4th Level rune will open a wider target range than a lower level Energy Rune. In foggy weather, no matter what Energy rune is cast, range will be severely limited. Using stone **Energy Runes** will increase range.

• CHANCE OF SUCCESS

Success of the magic is increased when the spell caster has high **Mind** and **Charm** attributes. The **stone runes** also increase your chances of success. In addition, a target champion who has high Dexterity will have a greater chance of dodging your magic.

Skills that...

Heighten Effects: Nature, Spells

May be Acquired: None

• HIT AFFECTS

When a champion is hit by a spell, an abbreviation of the spell will be shown.



REST

Rest a champion at the current position for one turn and allow her strength to increase. Choose a safe location to rest the champion. Resting near the opposition will leave your champion vulnerable to attack, and she will take more damage than if she was a defensive position (see Defend, above).

Skills that...

Heighten Effects: Vitality, Nature

May be Acquired: None

VIEWING

Get a **quick view** of battlefield elements by passing the mouse cursor over the map. Information on terrain and champions of both sides will be displayed in the lower right-hand window of the screen (attacking names in red, defending names in blue). For a **close up view**, click the right mouse button. The battle command menu will hide, and you will be able to click on terrain and champions. Click right again to return to the command turn.

SIDE BAR COMMANDS

Option

From battle, you have the option to quit and restart your game. Sub-commands include: Quit, Restart, and Load Game.

Champion

From the start of a war, the attacker can view champions sent to war with the Champion button. A portrait of each champion will appear, and individual data can be viewed by selecting VIEW.

Dungeon

After the war is settled, the Dungeon command will appear. Use this command to view the prisoners who were captured in the battle. The victor must decide treatment of the prisoners through the Conclude command. By viewing the captives first, you can check champion attributes, skills, runes and arms.

Conclude

The command Conclude will appear after a victor has been decided. Through this command, the victor must pass judgment on the prisoners of war. Before selecting Conclude, view prisoners in the Dungeon, then decide their fates. You may invite a champion to join your tribe, release the champion, or exile him from Eire. If you exile a ruler, his remaining provinces will go to an automatically selected successor. You must conclude before you can select End, and return to the turn phase.

VICTORY CONDITIONS

To win the war, you must fulfill one of the following conditions:

- Convince the opposing side to surrender;
- Successfully annihilate the opposing forces;
- Force the opposition to retreat.

A war can last up to seven days, at which time a stalemate may be drawn if neither side has gained an advantage.

The victor will take over the province and the defeated forces will be driven to retreat. The results of every battle will be displayed in the interactive phase, and again during province turns.

ATTACKING VICTORY AND DEFEAT

If, as the attacker, you win the war, you will win the province and all its resources. If you lose, the defending tribe will remain positioned in the province and your champions will be forced to retreat.

DEFENDING VICTORY AND DEFEAT

If, as the defender, you win the war, your champions will remain in the current province and the attacker will be forced to retreat. If your ruler is captured, your fate will lay in the hands of the victor. The ruler may be released, and allowed to retreat to another province. Or, the ruler may be exiled, and thereby lose the game.

Champions

Three classes of champions are present in Balor of the Evil Eye: Druids, Bards and Warriors. In a historical context, these three classes of champions have remained the most celebrated in Celtic myth. All classes are included in the ruler selection at the beginning of the game.

DRUID



Male



Female

The druid is the diviner of prophesy and controller of supernatural powers. Learned in the arts of the runes, he is a weaver of spells and master of ritual. Historically, druids taught that humans transmigrated into other worlds upon death. One apparent purpose of this teaching was to encourage warriors to accomplish great feats on the battlefield and abate their fears of death.

A druid employs the essence of **Earth** or **Water** to call up the nature of the runes. She is gifted with **Mana**, which enhances her ability to cast spells effectively. As she becomes more experienced, and moves up in Level, she will be able to cast more potent spells. A druid in the champion tent may offer to teach you a rune spell through the command **Learn** for a small price.

BARO



Male



Female

A bard is trained in the oral traditions of the Celts, singing and poetic eulogy. She is an intellectual and studies the natural world to harness supernatural powers. Bards exist in the myths as givers of knowledge. Finn is said to have gained supernatural wisdom by eating a salmon caught by the bard Finnegas.

When casting the runes, a bard employs the elements of **Fire** or **Air**. Like the druid, a bard is gifted with the virtue of Mana rather than Strength. As he becomes more experienced, and moves up in Level, he will be able to cast greater spells. A bard in the champion tent may offer tell you a tale or recite a famous poem for a small price. This is your option through the command **Tales**.

WARRIOR



Male

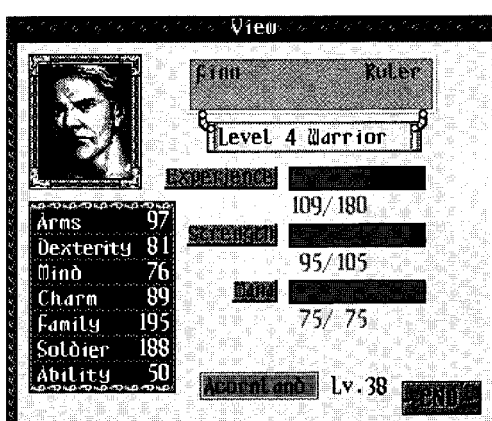


Female

Historically, warriors were part of the heroic elite in Celtic society. The warrior in **Balor of the Evil Eye** is distinguished as the champion laborer at home and finest soldier on the battlefield. In general, warriors are gifted with great Strength, but little Mana. It will be up to Rulers to arm warriors, thereby boosting their abilities to perform in the province and on the battlefield.

A warrior in the champion tent may be invited to engage in a hand-to-hand **contest** with one of your champions. Though you will have to pay a small sum for her time, the champion who you send to duel will gain valuable experience.

CHAMPION ATTRIBUTES



View of Finn mac Cumhail

The Celts were proficient in the arts of magic, storytelling and physical feats. By promoting these three areas of excellence, they became the literal repositories of their own religious teachings and history as well as a self-sufficient warrior tribe. In **Balor of the Evil Eye**, the tribes are empowered in triad form. They are a group made up of magic weavers, storytellers and champions, each gifted with varying attributes. With the award of a treasured item or weapon, their talents can be amplified. The attributes which are described below are basic to all character types.

BASIC ATTRIBUTES

NAME

There is often a story behind a name. Some characters earned their names through great deeds. The warrior Cuchulainn earned his name as a child after he killed a dog which rushed at him during a game of hurling. For the loss of his dog, the owner, Culann, demanded the boy spend a year guarding his land, to repay for the offense. That year the boy became known as the 'hound of Culann', or Cuchulainn.

NICKNAMES AND SURNAMES

A nickname often refers to a distinguishing physical feature or personal trait. Diarmuid of the Love Spot was given his nickname due to the obvious beauty mark on his cheek. In place of a nickname, some characters have been given a surname which identifies their lineage. The name 'mac Calatin' refers to a the head of the Calatin family, and means 'son/daughter of Calatin'.

CLASS

Three character classes are present in the game: Druid, Bard and Warrior. These classes are described in the above section.

LEVEL AND EXPERIENCE

Level and experience express the accomplishments of a champion.

Level runs from **1** to **15**, and is shown with the character class in the view window. A champion increases in Level by gaining **experience**. High level champions will be especially effective at carrying out commands.

Experience is used to figure Level, and increases when a champion carries out commands. As the champion progresses in Level, more Experience will be required to move to a higher Level. The maximum amount required will be shown in the view window, in the fraction beneath the Experience bar (current/maximum).

MANA

Born of a nature-based culture, all Celtic champions are gifted with Mana. This gift is most essential for Druids and Bards, the spell casters. Mana is expended when casting the runes in a spell. The higher level the spell cast, the more Mana she will expend. Likewise, the higher her Level, the greater her capacity of Mana. Mana is also used for other commands, such as Create, and is restored when champions rest. In the champion view, the maximum amount possible for a level is displayed with the current amount held (current/maximum).

STRENGTH

The warrior champions are gifted with more Strength than the spell casters. There are many commands which require physical strength over skill, such as chopping and mining. Strength is restored when a champion rests. In the champion view, the maximum amount possible for the champion is displayed with the current amount held (current/maximum). A high level champion has a higher capacity of Strength than a low level champion.

ELEMENTS

Exclusive to Druid and Bard character types. The spell casters have earned the gift of the elements in their training. Druids possess the elements Earth and Water. Bards possess the elements Air and Fire.

Druid Elements



Earth



Water

Bard Elements



Fire



Air

CONSTANT ATTRIBUTES

The constant attributes are inherent and unchanging in champion personalities. The following are all fixed values that can be no higher than 150:

ARMS

The Arms level indicates the champion's preparedness for hand-to-hand contests. A measure of Arms indicates how well the champion will fight to attack the opponent and to defend herself.

DEXTERITY

Dexterity is a measure of the champion's ability to carry out a diverse range of commands. The more dexterous a champion is, the more able he will be at laborious commands, such as farming, mining, creating, and war.

MIND

Mind affects the outcome of rune spells cast by Druids and Bards. The Celts valued mind power. Armed with only the powers of his mind, the druid Cathbadh cast a spell to carry out King Conchobar's wish that Dierdre not leave his castle. He cast a spell on her rescuers and paralyzed them in the illusion of a stormy sea.

CHARM

Charm will affect a champion's success on missions of a diplomatic nature. Sending tribute, recommendation for surrender, and recruiting, are all tasks which require a champion with high Charm.

VARIABLE ATTRIBUTES

The variable attributes may fluctuate with the status of the province or with decisions made by the ruler. They may be enhanced by giving an item or as province data changes.

ABILITY

The ability of a champion is a reflection of the morale of her soldiers. Ability will affect the champion's readiness for hand-to-hand contests, melees, and success at dodging magic. The maximum possible Ability is 100.

FAMILY

Every champion sits at the head of a clan, known as their Family. The family represents the number of people who can work with the champion when he is called to duty within the province. They help to farm the land, build burgs and citadels, and mine for ore. Family increases with the province population based on a calculation of the province Culture and the level of the burg. Champions with high Charm will attract large families.

SOLDIER

Soldier data represents the number of people who are trained to go to war under a champion. Province Power and the level of the citadel affect the number of soldiers who will be made available. Champions with high Charm will attract many soldiers.

RUNES

Druids and Bards are the only champions who carry runes. At the start of the game all spell casters carry runes carved from wood. Some may carry runes carved from stone, explained in Rune Magic, page 41.

ITEM

Items are created in the burg and may be given to champions from the province treasury, in the citadel. A champion may only hold one item at a time, and items can be replaced and taken away as the ruler sees fit. If a champion holds an item, the Items icon will be present in the view window. Items boost the champion constant attributes as shown in the following chart:

Item/Attribute	Arms	Dexterity	Mind	Charm
Armband				✓
Brooch				✓
Club	✓			
Dagger	✓			✓
Double-Axe	✓			
Horn			✓	
Javelin	✓			
Mirror			✓	
Ring				✓
Spear	✓			
Staff		✓		
Sword	✓			
Torc		✓		
Wrist Bands				✓

Skill

Skills improve a champion's ability to carry out specific commands. Some champions are born with skills known as Inborn Skills. Other skills may be acquired by carrying out commands. Skills are described in the following section.

Skills

Skills Champions Can Acquire

Skills can be acquired when your champions are carrying out commands. Each time a skill is acquired, the champion will gain the ability to perform certain commands with new vigor. There is no limit to the number of skills a champion may acquire.

Inborn Skills

The inborn skills are gifted to only a small selection of champions. They are not skills that can be gained; they are inherent. Champions with inborn skills have a natural talent to excel in carrying out commands of specific categories. All skills and their uses are listed below:

Skill / Command	Main Commands	Battle Commands
Animal	Herd	
Barter	Caravan	
Crafts	Create	
Elements (Inborn)	Farm, Chop, Mine, Herd	
Form (Inborn)	Create, Build	
Heroism (Inborn)	Cattle Raid	Attack, Hand-to-Hand Combat, Retreat
Land	Farm	
Masonry	Build	
Might	Chop and Mine	Attack, Hand-to-Hand Combat
Nature (Inborn)	Magic, Recover Strength	
Parley (Inborn)	Caravan, Tribute, Recommend	Talk
Politics	Tribute, Recommend	Talk
Spells	Magic	Magic
Stealth	Cattle Raid	Hand-to-Hand Combat, Retreat
Vitality	Recover Strength	Recover Strength

TREASURED ITEMS

FAMED ITEMS

Famed items of Celtic lore are held by the Goddess Danu and may be granted to benevolent Rulers at her behest. The items have empowering qualities beyond those of the common treasures. With a famed treasure in the province you may never experience another disaster, or when rewarded to a champion, Mana may increase by up to thirty points. The many uses of the items will become known to you in the game.

PRIZED ITEMS OF DANU / AFFECT	CHAMPION ATTRIBUTES	OTHER AFFECTS
Fruit of the Tree of Wisdom	Boosts Mind	
Gae Bolga	Boosts Arms	Crucial weapon for war against Balor
Helmet	Boosts Dexterity	
Lia Fail	Boosts Arms, Mind, Dexterity and Charm	
Pot of Dagdae		Ensures everlasting supply of Grain at war
Seven Pigs		Reduces amount of Grain needed for war
Shield	Boosts Dexterity	
Staff of Ferdia	Boosts Dexterity	
Stone of Might	Maximum possible Strength increases	
Stone of Prayer	Maximum possible Mana increases	
Stone of Protection	Boosts Mind	Thwarts the affects of province disasters
The Answerer	Boosts Arms and Dexterity	
The Harp	Boosts Charm	
The Pig Skin	Boosts and Stabilizes current Strength	
The Sword of Nuada	Boosts Arms	Boosts Strength in war against Balor
The Wheel	Boosts Dexterity	
Three Magic Apples	Boosts Mana	Protects cattle from illness

PRIZED ITEMS

LIA FAIL

The Lia Fail is otherwise known as the 'Stone of Destiny.' It is passed down to successive rulers of Eire. The names of past High Rulers are carved into this stone, and a new name will appear when the next successor becomes apparent. At that time, the High Ruler will be crowned.

GAE BOLGA

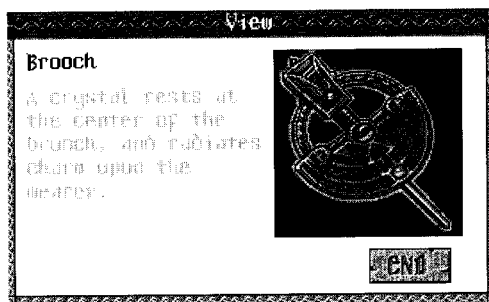
The Gae Bolga rests in the hands of Connán, warrior of the Fomor Tribe and right hand man to Balor of the Evil Eye. To capture the spear, you will need to defeat Connán in battle. Once the spear is in your possession, you may award it to any of your champions.

Legend tells that the Gae Bolga was made from the bones of a sea monster. Wielding the Gae Bolga is a feat in itself which requires great strength and experience. It must be thrown in an unusual way, with the foot. Only two champions are known to have mastered it: Skatha the warrior goddess, and the epic hero Cúchulainn. Once thrown, there is little a victim can do to avert its blow. Thirty barbs crown the head of the spear, ensuring an ugly death.

Common Items

Commission the creation of a treasure in the burg. Wood and metal will be used to create the item of your choice. Low level champions generally can only create simple items, such as a club and staffs. Higher level champions will be able to create more valuable items, such as mirrors and double-axes.

Beyond arming your champions with treasures, you can use them in trade with other tribes. Depending on the worth of items, trading them will procure cattle, grain, or metal for your province. Other treasures may be gained as war spoils. When you defeat a neighboring tribe in battle, as the attacker, you will gain the stores of the treasury.



Item

When you select an item you will be able to review its uses.

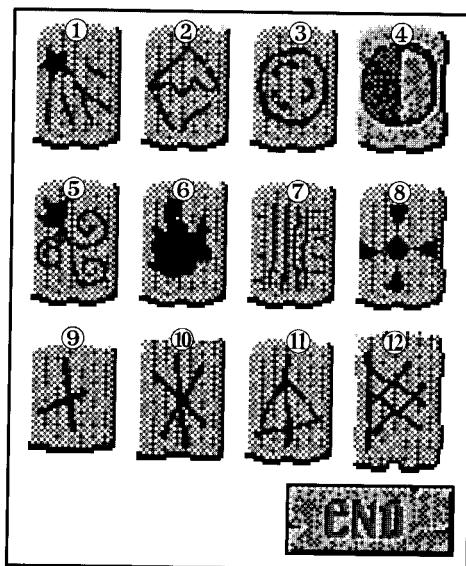
RUNE MAGIC

THE RUNES

The runes represent the ancient art of spell casting which is passed down through generations of tribes in the oral tradition of the Druids and Bards. A set of runes consists of twelve flat, wooden or stone pieces, each with a symbol carved into one face. To cast a spell, three runes are drawn and an element, held solely by the spell casters, is added to bring the spell to life.

The wooden runes can be used an unlimited number of times on the province map. On the battlefield, however, a wooden rune can be destroyed after just one use. Once lost, the rune cannot be carved again until battle ceases. In Celtic custom, a set of **stone runes** was kept by the High Ruler of Eire. With the downfall of the last High Ruler, the runes were scattered and now exist in the hands of different champions.

THE RUNES



PLANE RUNES

- ① Astral ② Terrestrial
- ③ Living ④ Dead

RING RUNES

- ⑤ Ivy ⑥ Fiery ⑦ Icy
- ⑧ Power

ENERGY RUNES

- ⑨ 1st Level ⑩ 2nd Level
- ⑪ 3rd Level ⑫ 4th Level

THE ELEMENTS

DRUID ELEMENTS

Earth and Water: These two elements draw upon the energy in the land and in the sea. When cast with the runes, Earth harnesses the heat from the depths of the soil, and Water adds a sample of the swirling forces of life.

BARD ELEMENTS

Air and Fire: These elements are born of the essence of the bard, the breath of voice and fire of emotion. Air adds the forces of the wind, while Fire intensifies the emotion at the heart of the spell.

CASTING A SPELL

A spell is defined by a selection of three runes and an element. Some spells are intended for use only on adjacent champions, others may affect all champions in the province. To cast a spell, select a **druid** or **bard**, and the Magic command from the province tools. The champion's bag of runes will be displayed, showing all wooden and stone runes in her possession. By clicking on each rune, you designate the spell. After three runes are selected, choose an element to spark the spell.

On the main province map, the druid and the bard are each able to carry out four spells. These spells enhance developments of the province or champion abilities. In battle, the spell casters have a wider range of spells which they may use in offensive and defensive strategies.

LEARNING SPELLS

By experimenting with the runes you will learn the casting order and the effects of spells. You can also learn spells from **visiting druids** in the champion tent. Learning spells in this way will cost a few head of cattle, but it is much more efficient use of your time and champions' energies.

NOTE: Spells will not be recorded in the game. You may want to make your own notes on the spells as they are taught.

THE WORLD OF EIRE

ORIGINS OF THE CELTS

The Tuatha de Danann are a race said to have descended from the Goddess Danu. Known as the 'universal mother', Danu represents the earth and its fruitfulness. As her children, the Tuatha de Danann received their name from Danu and inherited her benevolent qualities. They represent the forces of nature and are highly skilled in the arts and champion feats.

The Tuatha de Danann are famous as one of the tribes which invaded and conquered Ireland. Though this victory could not have been had without blood shed, their efforts were on the side of virtue and light. Opposing the Tuatha de Danann was the tribe which fought in the name of the dark: the Fomors. The Fomors were also born of a divine being, the Goddess Domnu, but they lacked all the attractive qualities of the Tuatha de Danann. Monstrous creatures, they were grotesquely deformed and were said to have lived in the sea.

The myths which tell of the battle between the Tuatha de Danann and the Fomors reverberate with the theme of power of the divine. Other worldly powers were at work when the people of Danu fortified their armies. Three crafts gods forged the weapons they wielded and kept them endlessly supplied through battles. The god of medicine healed battle wounds and the warrior goddesses purged the fields of the dead. Accounts of the war attribute very little to human effort without the aide of the divine. Whether a goddess had a hand in the history or not, the myths survive as a testament to long years of struggling for hold of the island Eire.

SOCIAL STRUCTURE IN CELTIC SOCIETY

The Celtic society depicted in Balar of the Evil Eye is of the era at the turn of the millennium, dating from the year 1 B.C. The Celts of that time were settled on the island known as Eire, or Ireland, and faced an array of challengers who tried to drive them from their stronghold. Their histories are told in the myths which we know of that time, and much of what happened is shrouded in mystery.

The myths give examples of the strict social hierarchy which existed in Celtic society. Social ranking was greatly influenced by birth class, although skill and training were highly valued in individuals. Rulers were pulled from the highest class of warrior nobles, a group which benefited from the best of education and training. A so-called 'middle' class was made up of religious leaders and crafts people trained in special skills. The farmers and laborers were probably considered the lowest class, although the myths do not explain this group.

GAME HIERARCHIES

HIERARCHICAL BREAKDOWN

Celtic society is divided into **Tribes**, which are lead by **Rulers**. Within each tribe there are **Champions**, the druids, bards, and warriors who act out the ruler's commands. Each champion is in charge of a **Family**, the people who make up the bulk of a tribe's population.

RULERS

Players enter the game as **Rulers**. They must direct champions to gather resources for provinces, create items for treasuries, strengthen champion skills, and manage diplomatic affairs. Rulers must bind together peacefully with other tribes in oath, or by force.

HIGH RULER

The highest ranking ruler is the **High Ruler**. Through the ages, the High Ruler's crown has been handed down to champions whose names were found inscribed on the **Lia Fail**, a stone which names successors of the crown (see **Prized Items**, page 40). When you enter Eire, the people are without a High Ruler and you will aspire to the position.

TRIBAL RELATIONS

At the start of the game, the eighteen tribes of Eire are scattered across the island. To achieve your goals, you will need to seek out and establish relations with the other tribes. Send champions to explore neighboring lands and deliver tribute. There will be opportunities for you to better relations through tribute and trade. As you build up inter-tribal trust, weaker tribes will petition to join your tribe; stronger tribes may seek your submission to their command.

KNOWN TRIBES

As you explore neighboring provinces, each land will appear in your map of Eire (found in a side menu). Exploring is not a diplomatic tactic; it is a method of learning updates on the other tribes of Eire. If a tribe occupies a province which is discovered, you will gain information about the tribe for up to three months. Provinces which you can view are highlighted with white numbers. When you can no longer view, provinces will remain on the map and appear muted in red.

FRIENDLY TRIBES

To establish friendly ties with another tribe, send a champion with tribute, and follow up your gift with a caravan to open a trade route. These actions increase inter-tribal trust, or **Peace**. Check **Peace** in the Tribal Council, through the man at the head of the table. A ruler of a friendly tribe will be more open to joining your tribe than a ruler of a tribe with which you have no ties.

SECONDARY TRIBES

Secondary tribes are gained through diplomatic negotiations. Rulers can add secondary tribes to their control through the command **Recommend**, in the citadel. In making a recommendation to a tribe, you appeal for sympathy with your cause and request that they unite with your tribe. To direct a secondary tribe, use the command **Delegate**, in the citadel.

By gaining a secondary tribe you gain **limited access** to the resources held by the tribe. Secondary tribes are not bound under your control in a permanent relationship, however, and they may attack to sever all ties. If a player controlled ruler agrees to enter into a secondary relationship, he will forfeit control of the game and the game will continue in demo mode.

OATH BOUND TRIBES

Oaths cannot be initiated by player controlled rulers, but they are crucial to establishing yourself as a benevolent ruler in Eire. An oath is a promise that one tribe will unite with the other. You must build up Peace with **secondary tribes**, and they will come to you offering oaths. As you increase your **Prestige** and **Peace** with the tribe, a ruler is more likely to offer an oath. If you receive a tribe into your own, you will gain new resources. If you agree to join another tribe, you thereby forfeit control of your tribe to the other ruler, and end your game.

SUBORDINATE TRIBES

Other tribes can be gained peacefully, by tying oaths, or through force, when defeated in war. When you subordinate tribes to your power, you gain **unlimited access** to the resources held by the tribe: all provinces, champions, provisions and assets. A subordinate relationship is permanent. If you agree to join another tribe, or if you are defeated on the battlefield, you will lose control of your tribe and be dropped from the game.

CELEBRATED CHAMPIONS

ANGUS OG THE YOUNG KING

Angus Og, the son of Dagda, is an ever youthful symbol of love and beauty. He carries a harp made of gold and, when he plays, people follow wherever he goes. His kisses turn into birds which fly to young men and women and whisper thoughts of love in their ears. He is the Eros of Celtic mythology. In the tale of Diarmuid and Grainne, Angus Og saved the lovers time and again from Finn, until Diarmuid fell in a magical trap.

BALOR OF THE EVIL EYE

The most famous of the Fomors is Balor. When he was young, Balor was curious and often spied on the workings of the elders in his tribe. One day, Balor crept up on a group of spell casters as they were creating a potion. The brew had such a toxic nature that the spell casters themselves did not dare look into it. Ignorant of the magic at work, Balor was staring intently into the cauldron when a drop of the potion spat into his eye. The evil essence of the brew infected Balor so badly that a glance from his stricken eye became a deadly weapon. Thus he was forbidden to open his eye, except in battle, and was named Balor of the Evil Eye.

BRAN THE FAIR

Bran is a mortal man of great intellect who left us with a rare tale of his adventure to the other world. One day while strolling near his stronghold, Bran heard an enchanting song and fell asleep to its tune. He awoke to find a branch from an apple tree beside him, laden with silver and white blossoms. The next day, he decided to set off to find the other world with his brothers and 27 warriors. Far out at sea, he met Manannan mac Lir and was led to the Land of Women. He and his ken stayed for what they believed was one year, before departing. The goddess of the island had forewarned them not to set foot on soil or they would perish. Despite the warning, one man jumped to land, and immediately turned to dust. Bran wrote his story in Ogham on wooden sticks and cast them from his boat. His demise is not recorded.

BRESS

Bress is 'beautiful' by name. Son of Elathan, he is the fairest and most handsome warrior in the Fomor tribe. When Nuada was disfigured in war with the Fomors, and was forced to step down from rule over the Tuatha de Danann, Bress stepped in as king. The Tuatha disliked living under Bress' rule, however, and they soon reinstated Nuada, with an arm of silver.

CATHBADH

Cathbadh was present in Conchobar's court when a daughter was born to the bard, Fedlimid. Cathbadh named her 'Dierdre' and prophesied that she would one day bring about the death of many men. Prophesier of dark fate, Cathbadh used his druid magic to cast the spell of Confusion on Naoise as he tried to make his escape from Conchobar's castle with his love, Dierdre. Naoise and his brothers all died struggling in the illusion of a stormy sea, created by his power.

CIAN

Cian is the son of the god of medicine, Diancecht, and has inherited his father's power of mana. He sought out Balor's daughter, Ethniu, in her tower, and married her. Between them, they had one son who became known as 'the Sun God', Lugh. Cian has magical powers in the myths, and in one adventure he disguises himself as a pig in order to escape his pursuers.

CONCHOBAR

Many stories have grown out of the events which took place at the court of the legendary King of Ulster, Conchobar. The hero Cuchulainn was raised with the warriors of Ulster and proved himself to be their invincible champion. Most famously, Dierdre and Naoise's tragic tale began with their escape from Conchobar's court. In addition, Conchobar is remembered for having molded the most respected warriors in Eire. Cuchulainn, Conall and Fergus were trained in his ranks.

CONANN KING OF FOMORS

Conann is a minor king of the Fomor tribe, ruling far beneath the overlord Balor of the Evil Eye. The mere mention of his name in Eire arouses sentiments of hatred in the Tuatha de Danann. He is a ruthless, murdering warrior, and wields the highly coveted spear the Gae Bolga. His life is bound in the Gae Bolga, and without this weapon he will perish.

CRAFTS-GODS

A triad of crafts-gods was summoned by Lugh to supply the Tuatha de Danann with spears to fight the Fomors. Each god took on a different role in creating the weapons. Goibhniu the Architect, is the smith of arrowheads which are guaranteed to inflict fatal wounds. Luchta the Carpenter, carves the shafts with sharp blows from his axe. Creidhne, the metalworker, makes the rivets. With the three powers at work, the Tuatha de Danann stay fully armed and ready for any sudden attacks from Balor's Fomors.

CUCHULAINN, THE HOUND OF CULANN

Cuchulainn is one of the most beloved characters to Irish storytellers. He is the hero of the saga 'The Book of the Dun Cow.' When he was five, Cuchulainn left home to train with warriors in Emhain Macha. On the journey to his training grounds he carried a javelin, a hurling stick, and a ball. He would throw the ball in the air, hit it with the hurley, throw the hurley to hit the ball and drive it farther, throw the javelin to hit the hurley even farther and into the ball again, then run ahead and catch all three in mid-air. This he repeated until he had arrived.

Cuchulainn is an unbridled force on the battlefield. When he steps up to do battle, a spasm overcomes him and he shakes, his hair stands on end shooting sparks, one eye squeezes shut and the other opens unbearably wide and rolls back in his head, he bares his teeth and froths at the mouth. When he attacks he brings down the enemy violently and without mercy, as if he is not aware of his own doings and is prisoner to his own strength.

DIARMUID OF THE LOVE SPOT

Diarmuid is a loyal tribesman of the Fianna, a warrior under Finn's rule. In a tragic tale, Grainne is drawn to him by the power of the love spot on his cheek, and seeks his help in escaping Finn's advances. Having vowed to rescue any women seeking his help, Diarmuid cannot refuse her. He is forced to betray the Fianna and depart with Grainne. The two remain in hiding, fighting warriors of the Fianna in pursuit. Diarmuid finally gives in to his love for Grainne, and they settle down to have five children. In the end, Grainne invites Finn to their home for a feast. Set on revenge, Finn sets a no-eared green boar on Diarmuid, and injures him. Finn refuses to help his ill-fated warrior, and Diarmuid dies. Grainne goes on to re-marry...this time with Finn.

DIERDRE

Descriptions of Dierdre depict her as one of the most beautiful women of the myths. However, her life was full of despair for she was never free to love the man she chose as her partner. When she was born, the druid Cathbadh prophesied that she would bring about the death of many men. To divert the unwelcome prophecy, Conchobar declared he would marry her when she came of age, and sent her to be raised with a nanny. When Dierdre returned to court, she fell in love with a famed warrior under Conchobar, Naoise, who was equally as attractive as she, for a man. The despairing lovers decided to elope, but in the end many men died for her and Naoise was stolen away. Destined to marry Conchobar, Dierdre is said to have performed the Warrior Salmon Leap, dashing herself on a rock to bring an end to her sorrow.

ETHNIU

Fair Ethniu of the Fomors. Sad fate that she was born of Balor's blood. At her birth, it was prophesied that she would bear a son who would one day kill her father, Balor of the Evil Eye. She was taken away as a child and raised in a locked tower, to avert her fate. Ethniu eventually fell in love and married Cian, however, a man of the Tuatha de Danann. Their son became known as Lugh.

FINN

As a child, Finn mac Cumhail excelled in all sports and was called 'the Fair' by those who met him. He came into his power when he ate from the Salmon of Knowledge. Finn grew into a great leader. His followers were faithful to him above all else and assisted him in legendary deeds. At the head of the Fianna, he forced back the Fomors in one of their first attacks on Eire and managed to rid the island of all creatures of ill intent.

LUGH

Lugh is the son of a woman Fomor, Ethniu, and a man of the Tuatha de Danann, Cian. With such polar elements in his heritage, it is a wonder that he became the man known to the Celts as the 'Sun God.' Lugh joined sides with the people of Danu, and vowed to fight back the Fomors, led by his grandfather, Balor. When the Fomors first encountered Lugh, Bress remarked, "How wonderful that the sun rises in the west today, but in the east every other day." The radiance he saw was not the sun, but the shining countenance of Lugh.

NAOISE CURLY LOCKS

Naoise is said to have hair as dark as a raven, skin as white as snow, and cheeks as red as calf's blood. He is the hero of a great tragedy in which he fell in love with Dierdre, a woman whose beauty was unequalled. When he was chosen by Deirdre, he was placed under a 'geis' (curse) which said he could love no other. When Dierdre was going to be forced to marry Conchobar, Naoise rescued her and fled with his brothers Ardan and Ainle. In the end, the druid Cathbadh tricked Naoise and h

e perished with his brothers.

NUADA THE SILVER HANDED

Nuada was the undisputed King of the Tuatha de Danann until he lost his hand in battle against the Fir Bolgs. Celtic custom dictated that the King must be flawless in appearance and because Nuada was maimed, he lost his right to the throne. His successor was Bress, a man of Fomor blood, but his reign was short-lived. Diancecht, the physician, designed a silver hand to make Nuada whole again, and he regained his kingship. Nuada is one of the mightiest Celtic heroes and is remembered as a fair warrior. He maintained that battles should always be fought with an equal number of champions on each side.

WARRIOR GODDESSES

The major Celtic warrior goddesses include Morrigan, Badb, Macha and Nemhain. They are all somewhat interchangeable in their roles. They share the skill of shape-changing and often appear in the common form of the raven, or the death crone. Each goddess is the embodiment of the two forces of sexual and warrior energy. In the myths, they may appear alone, or acting in triple force with their sisters. The Morrigan is most often associated with the raven, which alights on warriors in the battlefield to signal their deaths. Badb, whose name means 'Fury', also appeared as a raven, or a disfigured crow. Macha appears most often in the myths with Morrigan and Badb, creating a perception that there are three parts to her personality: the prophet, the warrior, and the matriarch of the people.

PRONUNCIATION GUIDE

The following is a basic guide to pronunciation of the Irish names used throughout Balar of the Evil Eye. The names conform with the spellings found to be most widely accepted in resources on the ancient Celts. Attempts have been made to preserve Gaelic spellings of champion, province, tribe, and legendary item names, though there are exceptions to this rule.

CONSONANTS

Consonants which appear at the beginning of words are sounded as they are in English:

C = K, as in Conchobar

D = D, as in Dierdre

M = M, as in Medb

Consonants which appear in the middle, or at the end or words take on quite different sounds:

bh = v, as in Goibhniu, pronounced 'Goiv-new'

ch = k, as in Culioda, pronounced 'Kool-e-ad-a'

db or dbh = v, as in Medb, pronounced 'Maeve'

dne = n, as in Clodne, pronounced 'Clee-o-na'

sn = shn, as in Usnach, pronounced 'Ush-knock'

tha = ha, as in Skatha, pronounced, 'Sko-ha'

VOWELS

Vowels often take on a long sound, alone and when combined:

ai = a, as in Aillell, pronounced 'Ay-lill'

ao = ee, as in Naoise, pronounced 'Nee-shee'

eo = short oo, as in Eochaid, pronounced 'Oo-kid'

i = yo, as in Finn, pronounced 'Fyon'

u = long oo, as in Cuchulainn, pronounced 'Koo-kul-an'

CREDITS

PLAYTESTING

FoolProof Labs of San Francisco, California.

MUSICAL SCORES

Heberling Music of Herndon, Virginia.

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